DUKE NUKEM

Story, Hints and Cheat Mode!

Designed by Todd Replogle and Apogee Software Productions

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In the near future, Dr. Proton, a brilliant nuclear physicist, goes berserk after a radiation accident and plans to wreak havoc to the world. In his secret underground fortress, Dr. Proton builds an army of high technology robots- Techbots- to help him complete his plan. Soon after he takes control of a large American city and threatens to conquer Earth.

You play the title role in *Duke Nukem*, a superhero for our modern times. Duke is a humble sort of guy, and would much prefer to stay in his cool Los Angeles apartment and watch his soaps. But when the going gets tough, so does Duke. The CIA has hired Duke to be dropped into Proton's captured city, and stop the madman from completing his outrageous plan. So begins episode one of the *Duke Nukem* trilogy. In episode two Duke travels to Dr. Proton's moonbase, and in the final episode Duke chases Dr. Proton into the Earth's future.

SERIOUSLY IMPORTANT: All good superheroes know to *save* the progress of their mission. It's a good idea to save your game after you finish each level. You can only save your game in between levels, while in the blue transitional hallways. To save a game from the hallway press F1, then press "S" (for Save), then specify a save position from 1 to 9. You can only restore a saved game from the title screen, or from within a blue hallway level.

WHAT'S THE POINT?

There are many ways to score points in *Duke Nukem*, the following is a list of the primary point producers.

Shooting the various Techbots will earn you between 100 and 10,000 points.

Collecting bonus objects is the best way to boost your score. Footballs are worth 100 points; joysticks are 2000 points; diskettes are 5000 points; balloons are 10,000 points; and flags and radios will award a mystery score.

Shooting the reactor is worth 20,000 points; and shooting Dr. Proton is worth 100,000 points!

There are many secret ways to get extra points: Shooting a can of soda then catching it is worth 1000 points (normally the soda can is 200 points). Shooting a falling ACME sign or a falling box is worth 500 points. Letting a bunny touch Duke is worth 5000 points, but at the cost of one health unit. Shooting the bunny gets you only 200 points.

Secret Bonus Points: There are seven secret bonuses that can be awarded after you complete a level. Each of the following will award you 10,000 extra points: 1) Shooting every camera on a level; 2) Not getting hit on a level (very tough!); 3) Making all of the "ACME" signs fall down; 4) Shooting all the missiles on a level; 5) Collecting the letters "D", "U", "K", "E" in the correct order, which also earns an immediate 10,000 points, too; 6) Destroying the snake Techbot creature (rotating blue & white balls); 7) Zapping all the bunny Techbots on a level, either by shooting them or letting them attack you.

CAN YOU TAKE A HINT?

Here's a few tips and tricks that will help you complete *Duke Nukem* and save Earth.

Red boxes contain food, Blue boxes contain bonus prizes, and grey boxes contain important inventory items, bombs, or nothing at all.

Bombs can easily be avoided if you jump up and into the middle of the explosion (assuming there is enough head room to jump!).

The small flying Techbots (with the spinning blade underneath them) can also be killed by jumping on them from above. This will not hurt Duke.

The fire wheel Techbot is only vulnerable when the flames are off.

Grappling hooks will work on the underpart of conveyor belts. When using the grappling hooks, Duke can climb onto the above ledge by pressing the up arrow key.

There are numerous secret rooms in all three episodes of *Duke Nukem*. For example, in level one of episode one, there is a secret room in the basement area of the level. Go to the right of the ledge with the two blue diskettes (next to the ceiling spikes) and shoot through the breakable wall, then jump into the void to collect the hidden bonus objects. There are many other secret areas, which are usually quite tough to find or gain access to.

TO CHEAT OR NOT TO CHEAT?

If you find yourself stumped by a particularly devious level, you can help yourself by using cheat mode. Press the [backspace] key and the [PgDn] key at the same time and you'll receive all four colored keys, as well as full firepower for your Nuclear Pistol. Superheroes such as Duke hate to cheat- so save this as a last resort.

Registered players may call Apogee's hints line for questions regarding *Duke Nukem*, at (214) 278-5655. Please be at your computer when calling for hints. Thanks for playing!

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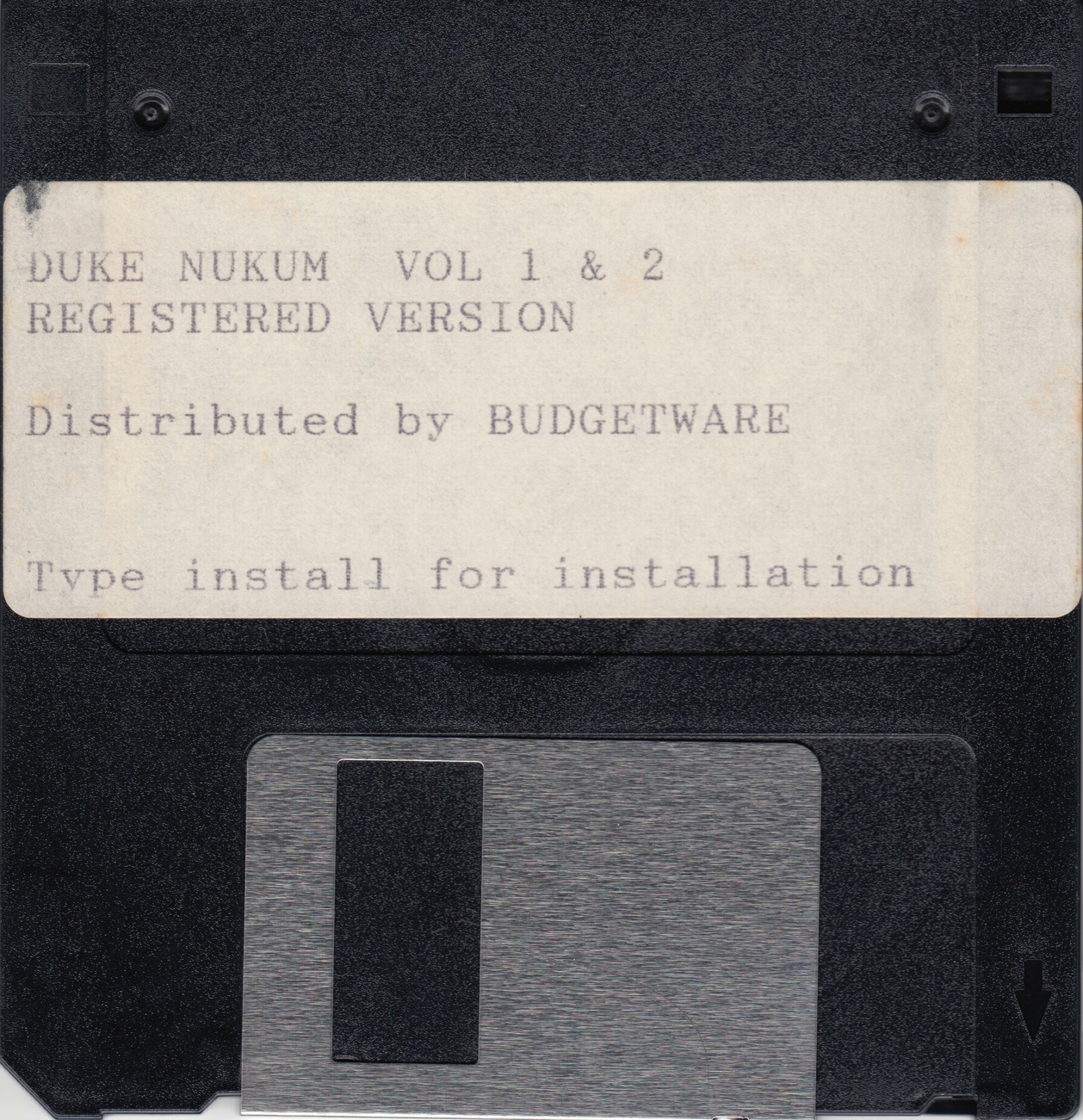
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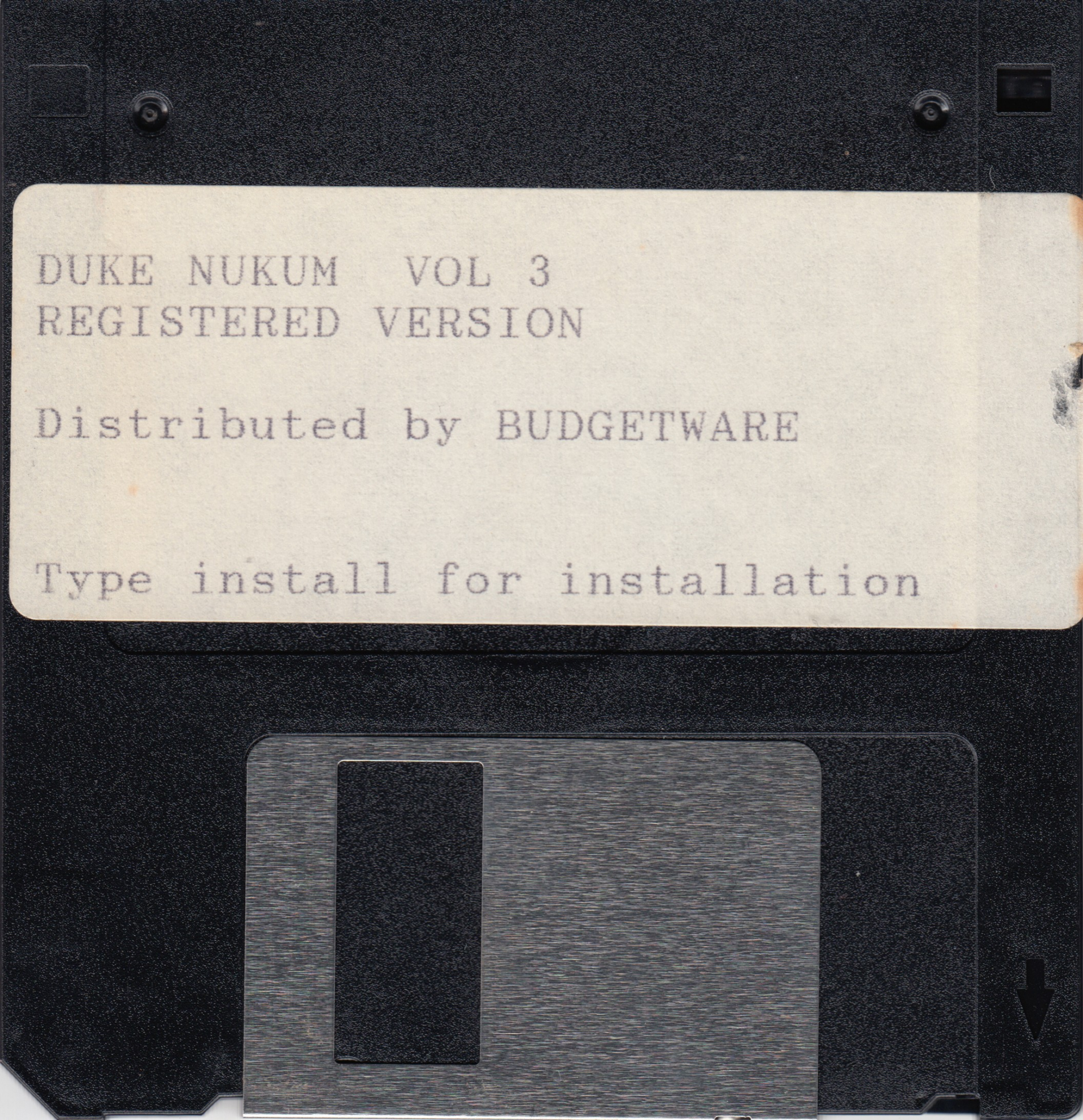
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